

AGB-ASLE-USA

# STUART LITTLE 2™



GAME BOY® ADVANCE

GAME BOY®

INSTRUCTION BOOKLET

ACTIVISION.

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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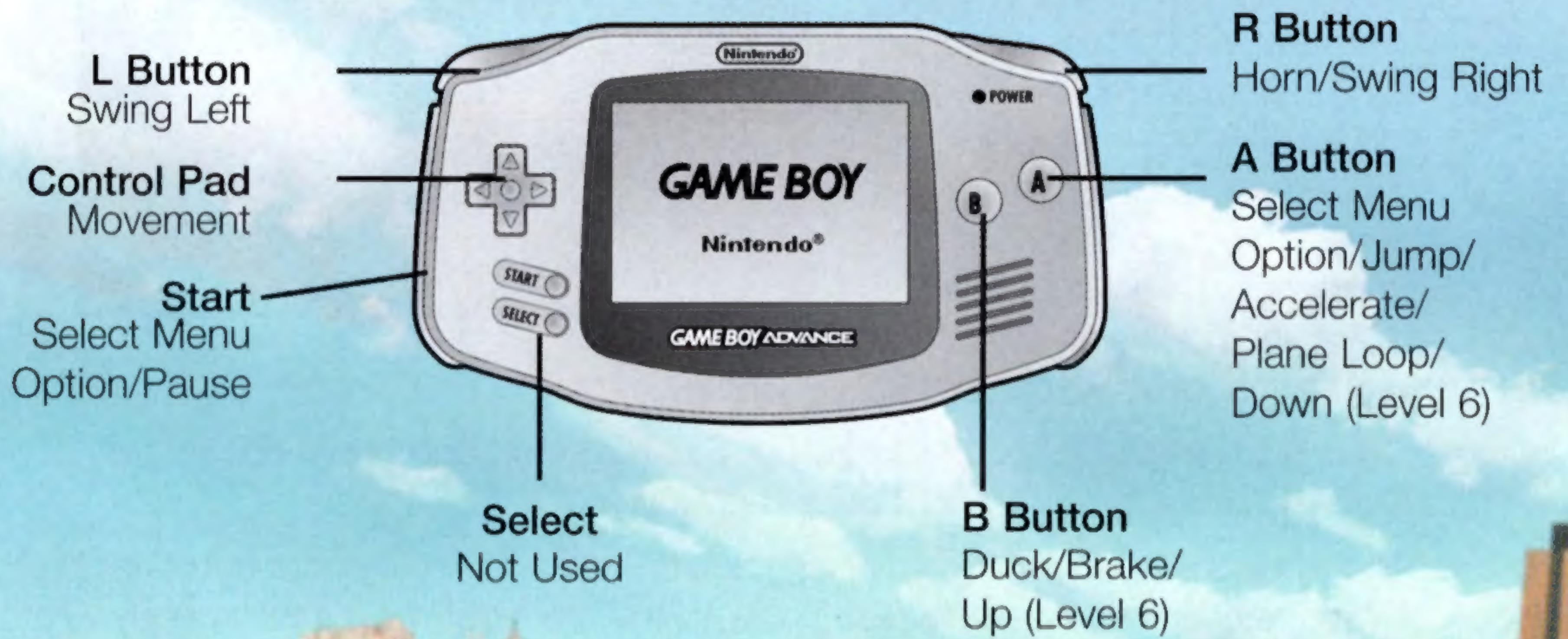
## Starting the Game

- Make sure the POWER switch is OFF.
- Insert the Stuart Little 2™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

*Note: The Stuart Little 2™ Game Pak is for the Game Boy® Advance system only.*

## Game Boy® Advance Controls

Use the Control Pad to move Stuart through the level. Press left/right to walk. Hold down left/right on the Control Pad to run. Release the Control Pad to walk again. To make Stuart crawl, hold down the B Button while pressing left/right on the Control Pad. Release the B Button to make Stuart stand up.



## **Stuart's Back!**

Stuart makes a new best friend, Margalo, by saving her from the evil Falcon. It isn't long before Margalo disappears—and so does Mrs. Little's wedding ring! As Stuart, it's up to you to solve both mysteries. Take a trip to find Margalo and the missing ring in Stuart's biggest adventure yet!

It's a big world when you're Little, but Stuart's smart and brave enough to face the many obstacles that come his way!

Stuart gets around the big city in his airplane that can fly indoors and out! When he wants to keep his feet closer to the ground, he's got his speedy little roadster.



## Main Menu

**Start:** Select Start to begin a new Stuart Little 2 game.

**Options:** Select Options to change the volume of the music and sound effects.

**Multiplayer:** Select Multiplayer to go to the Multiplayer Connect screen. To play Stuart Little 2 with another player, you must have two Game Boy® Advance systems, two Stuart Little 2 Game Paks, and a Game Boy® Advance Game Link® Cable.

**Password:** Select Password to enter a level password and begin playing the game where you left off. You'll be awarded a password when you finish the levels. Be sure to write them down!



## Options Menu

Select Options from the Main Menu to go to the Options Menu. Choose the option you want and press the A Button. Press the B Button to go back to the Main Menu.

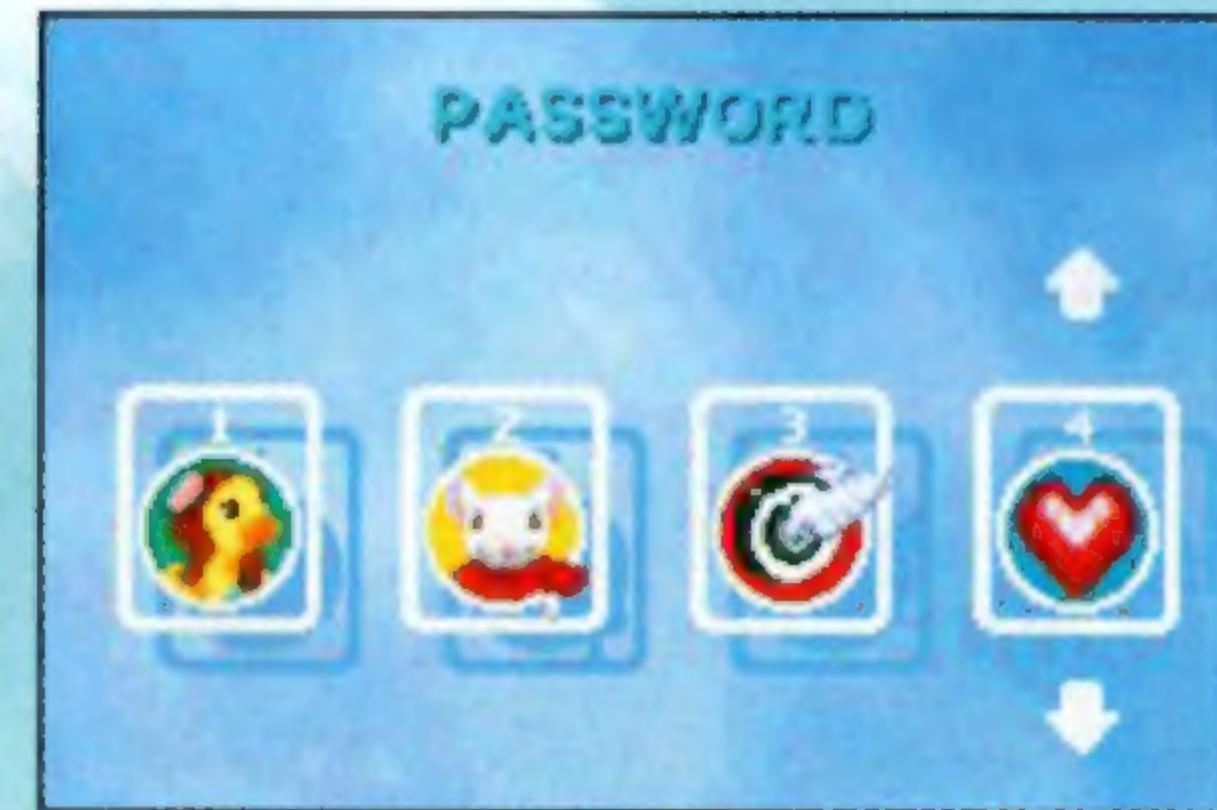
**Music:** Select Music to change the volume of the music. Press left/right on the Control Pad to make your selection.

**SFX Volume:** Select SFX Volume to change the volume of the sound effects. Press left/right on the Control Pad to make your selection.



## Password Screen

When you finish a level, you'll be awarded a password. Use the Control Pad to move your cursor and select the correct password. When you've input the entire password, press the A Button. Press the B Button to go back to the Main Menu.



## **Multiplayer Connect Screen**

Select Multiplayer from the Main Menu to go to the Multiplayer Connect screen. You must have two Game Boy® Advance systems, two Stuart Little 2 Game Paks, and a Game Boy® Advance Game Link® Cable to play a multiplayer game. See page 20, “How to Connect Game Boy® Advance Game Link® Cables”.

Once you have the Game Boy® Advance systems connected by the Game Boy® Advance Game Link® Cable, select Multiplayer from the Main Menu. Your systems will connect and synchronize.

Once the systems have synchronized, you can begin to play multiplayer Stuart Little 2.



## **On-Screen Display**

**Health Bar:** Shows Stuart's current health. The fuller the bar, the more health Stuart has.

**Lives:** Shows the number of lives left.

**Pointing Hand (Easy difficulty only):** When the pointing hand is displayed, it shows you where you need to go or something you need to grab or collect.

**Timer (driving levels only):** The timer counts down how long you have before you need to get to the next checkpoint.

**Compass (driving levels only):** The compass points in the direction that Stuart needs to go. If you don't pay attention, the compass will flash red and the level will restart!

**Counter:** Most levels will have an on-screen power-up counter. This shows how many objects you've collected and how many are left.



Lives

Pointing Hand



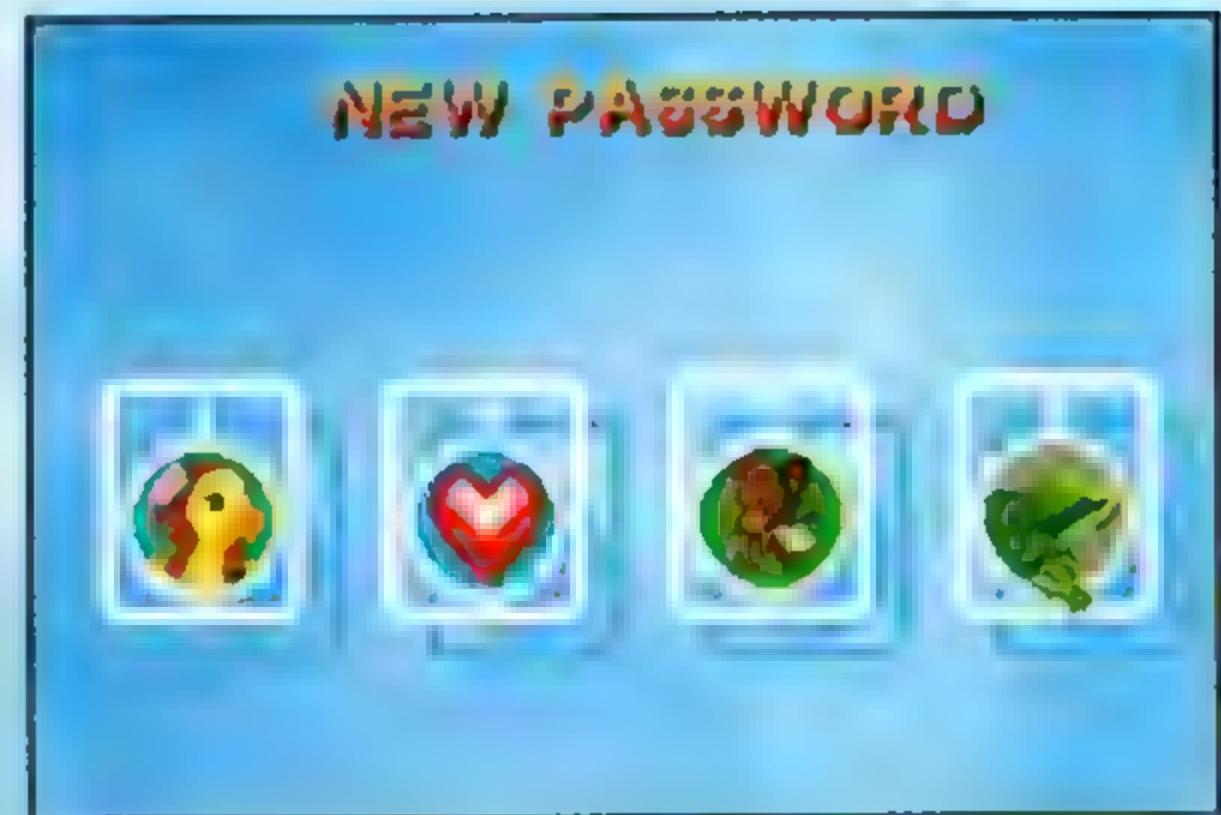
Health Bar

Compass

9

## Level Complete Screen

Once you finish a level, the Level Complete screen will be displayed. It shows your password. Don't forget to write down the password to go back to the game later.



## Power-Ups

### SMALL HEART

Pick these up to improve Stuart's health.



### LARGE HEART

Grab one of these and Stuart will be restored to full health.



## LIFE

Get one extra life.



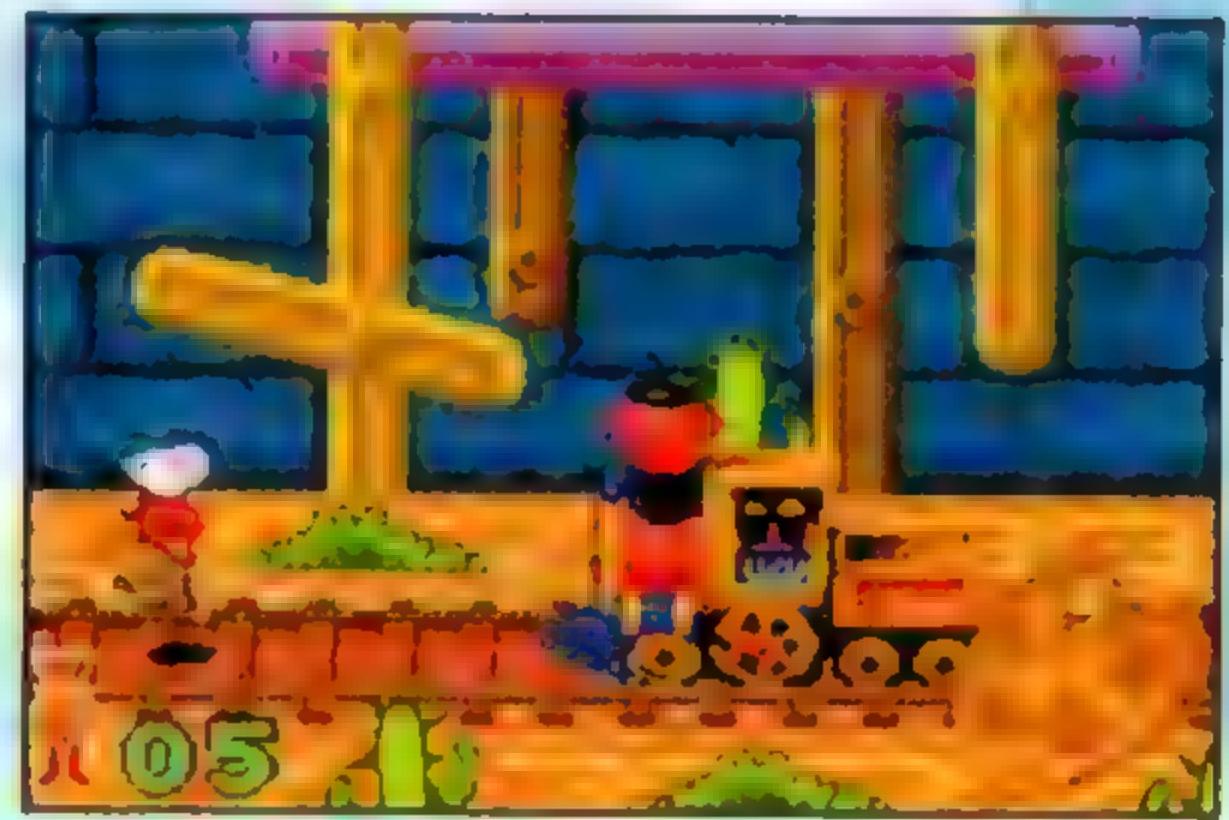
## SPEED

Grab the wheel with wings to make Stuart fly faster.

## Levels

### LEVEL 1

Stuart's in the basement working on a craft project. Can you help him gather all the paint he needs to finish his airplane? Watch the pointing hand to see where you should go next (easy difficulty only). Be extra careful around the train tracks.



## LEVEL 2

The airplane is now finished. Stuart's checking it out when he accidentally activates the ON switch! Guide the plane through the house and into Central Park. Watch out for falling apples and dragonflies as you guide the plane through the rings. If you miss a ring, you can do a Loop the Loop to go back.



### Airplane Control

#### INPUT

Control Pad UP  
Control Pad DOWN  
Control Pad LEFT  
Control Pad RIGHT  
A Button  
Start

#### ACTION

Climbs (up)  
Dives (down)  
Slow Down (back)  
Go Faster (forward)  
Loop the Loop  
Pause

## LEVEL 3

Even a mouse named Little goes to school! And he has great fun there, too! Use the ruler to jump super-high, but watch out for low-flying objects! On your way to Stuart's roadster, stop off at the lockers where you'll find one of Stuart's favorite kinds of transportation.



## LEVEL 4

Be the first kid you know to drive home from school. But the roads aren't made for a mouse in a tiny car. Watch out for obstacles as you navigate your way through the streets. A shadow from above can be dangerous. Stay out of its way!



## *Roadster Control*

### **INPUT**

Control Pad RIGHT  
Control Pad LEFT  
R Button  
A Button  
B Button  
Start

### **ACTION**

Turn RIGHT  
Turn LEFT  
Horn  
Forward  
Brake/Reverse  
Pause

## **LEVEL 5**

Mrs. Little agrees that Stuart's new friend, Margalo, can stay. Make your way through the Little's kitchen and guide Margalo to her new temporary home. Use your skills to clear any obstacles that get in her way.



## LEVEL 6

Oh no! Mom's ring is missing and Dad thinks it may have gone down the drain. Guide Stuart down the dark and damp drain in search of the ring. Use his flashlight to see in the dark and scare off the spiders that get in his way.



### *Drain Control*

#### INPUT

Control Pad UP  
Control Pad DOWN  
Control Pad RIGHT  
Control Pad LEFT  
R Button  
L Button  
A Button  
B Button  
Start

#### ACTION

Shine Flashlight Up  
Shine Flashlight Down  
Shine Flashlight Right  
Shine Flashlight Left  
Swing Right  
Swing Left  
Move Down the String  
Move Up the String  
Pause

## LEVEL 7

Stuart's now in the back alleys of New York, looking for Margalo, who's missing too! Collect coins to buy balloons that'll make Stuart fly again! Watch out for the baddies that live in the alley. Stuart will need to use his skill and initiative to get to places he wouldn't normally be able to reach. Maybe some garbage can help him?



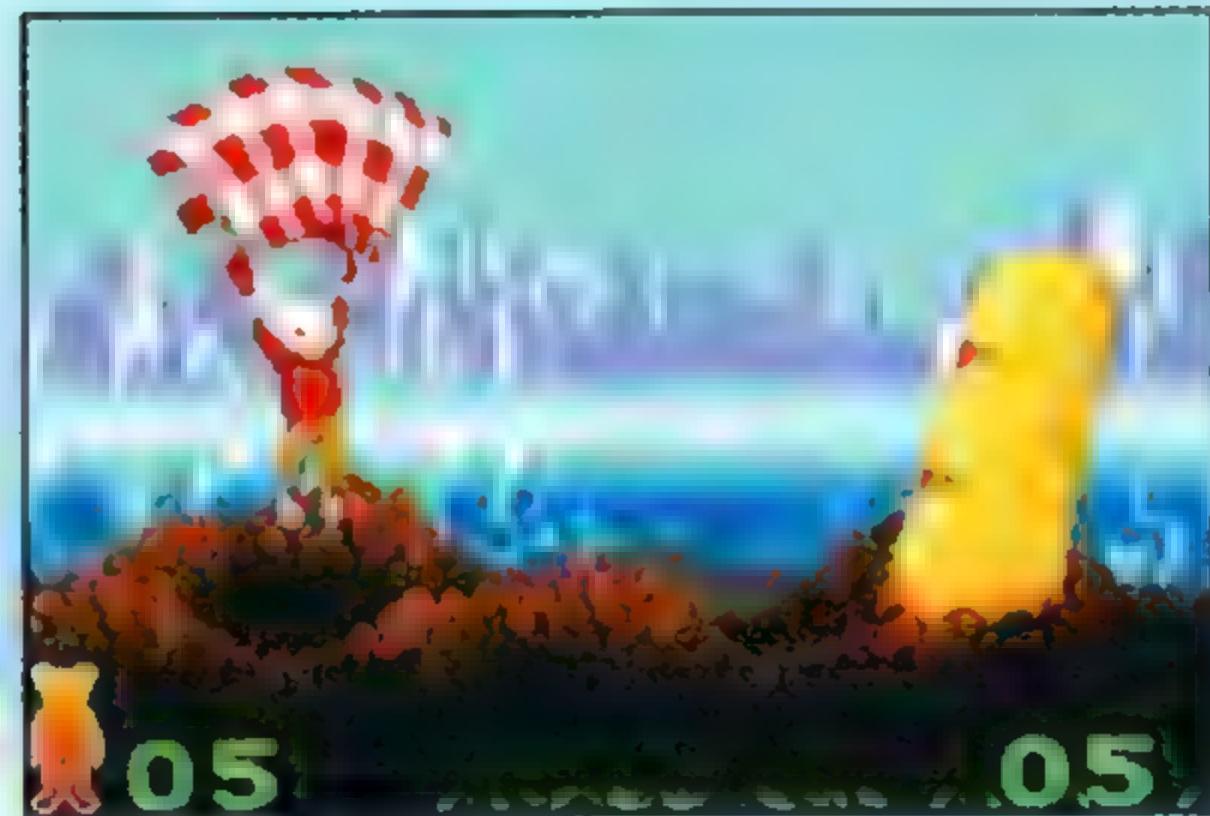
## LEVEL 8

Now that Stuart's got the balloons he needed, he has to keep them from getting popped! Anything sharp or pointy is dangerous for balloons and must be avoided. If Stuart loses too many of the helium balloons, they won't be able to lift him off the ground.



## LEVEL 9

Stuart's airplane needs some parts so it can be up and running again. All sorts of creatures get in Stuart's way and try to slow him down. See if you can hunt through the garbage and find everything Stuart needs. Use the boxes again to reach the higher levels.



## LEVEL 10

Stuart's got his plane running, but it's not what it used to be and he needs to keep it in the air. Aim at the helium balloons. If you pop them, some of them will give Stuart's plane a boost. The Falcon doesn't want you around though, so you might just have to aim for him too!

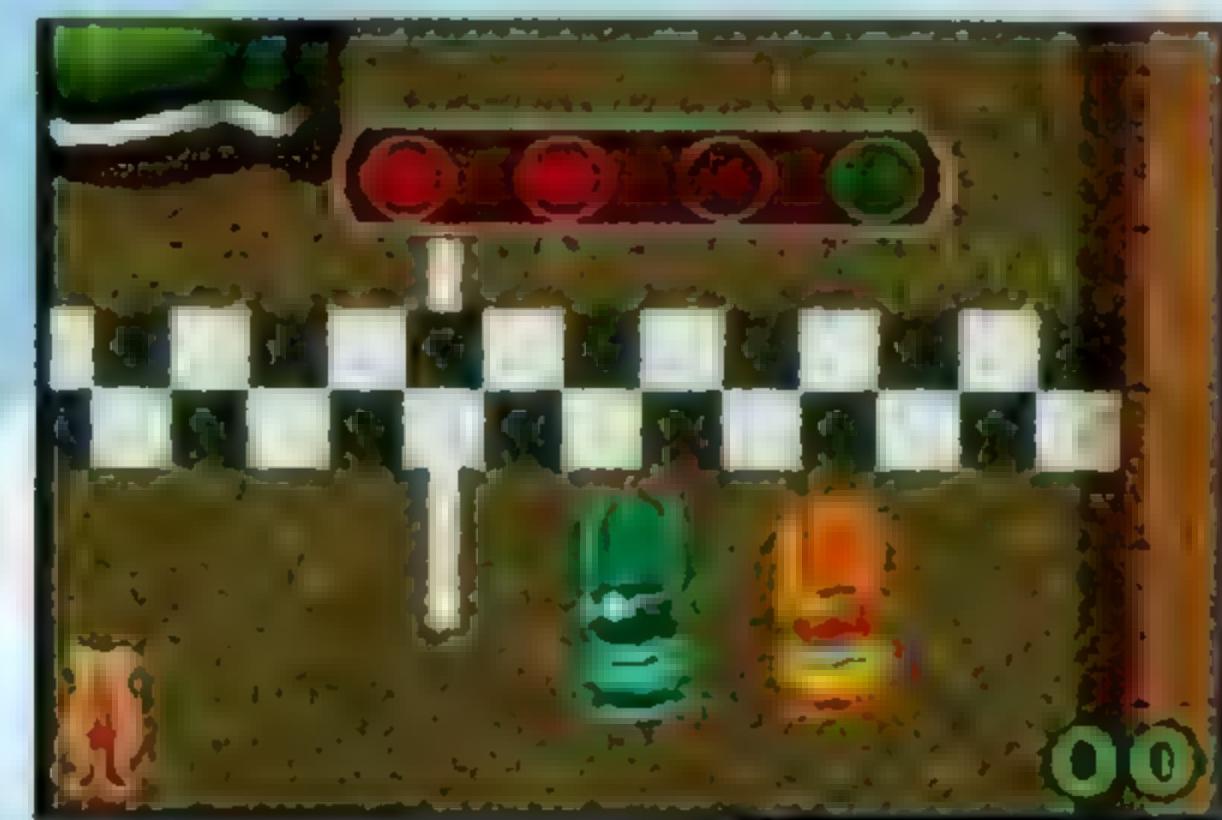


## **Multiplayer Games**

To play a multiplayer game of Stuart Little 2, you must have two Game Boy® Advance systems, two Stuart Little 2 Game Paks, and a Game Boy® Advance Game Link™ Cable. Hook up the two Game Boy® Advance systems and then start to play.

### **THE LITTLE PRIX**

Play with a friend and be the first one to cross the finish line and win the race! Every race is different and you have to follow the correct route around the track. If you get too far ahead, your opponent gets a speed boost, so don't get cocky until you cross the finish line.



## LEVEL RUNNERS

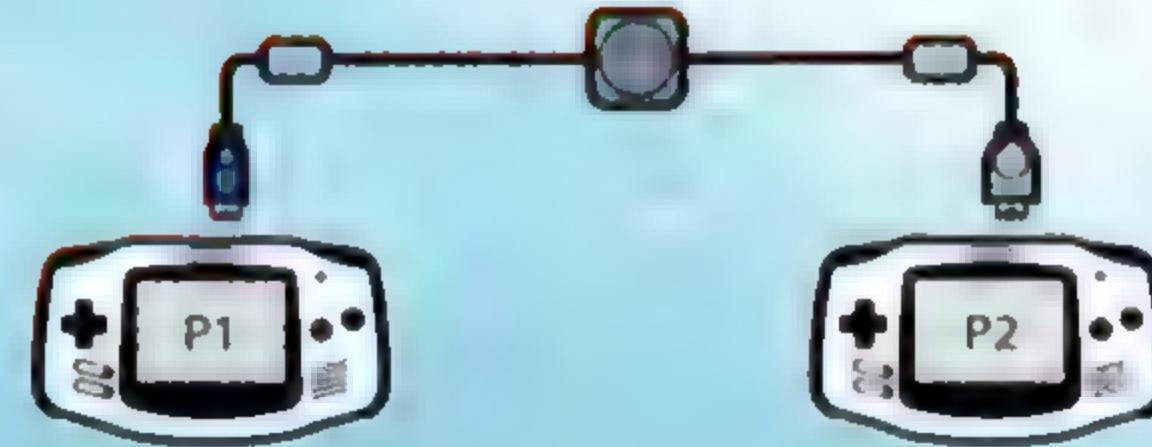
Play with a friend and be the first one to finish the level. Player 1 will control Stuart and player 2 will control Margalo. Who is better, bird or mouse? Play the game as hard as you can and find out!



# How to Connect Game Boy® Advance Game Link® Cables

## WHAT YOU WILL NEED

- Two Game Boy® Advance Systems (one for each player)
- Two Stuart Little 2 Game Boy® Advance Game Paks
- One Game Boy® Advance Game Link® Cable



2-PLAYER GAME

## CONNECTING THE CABLES

1. Check that the POWER switch on each Game Boy® Advance system is set to the OFF position. Insert a Game Pak into each Game Boy® Advance system.
2. Plug the Game Link® Cables into the External Extension Connector of the Game Boy® Advance systems.
3. Turn the POWER switch on both Game Boy® Advance systems to the ON position.

# Credits

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from the movie as you explore  
enormous city environments  
with newfound maneuverability.

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